STARFINDER SOCIETY

Invasion's Edge

SCENARIO: #1-08
LEVELS: 1–2

COMPLIANCE PROTOCOL

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HOW TO PLAY

PLAY TIME: 2–3 HOURS

LEVEL: 1–2

PLAYERS: 3–6

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Invasion's Edge

COMPLIANCE PROTOCOL

TABLE OF CONTENTS

Adventure 3
Organized Play. 10

GM RESOURCES

Campaign Home Page: starfindersociety.club
Books: *Starfinder Player Core*
Maps: *Starfinder Flip-Mat: Mining Operation*
Online Resource: Starfinder Reference Document at paizo.com/sfrd

LEVEL AND DIFFICULTY

This scenario can be played by characters of 1st or 2nd level. The encounters in this scenario are designed for a group of six characters of 1st level. You can use the Adjusting Difficulty sidebars to make the adventure easier or harder, to accommodate groups of various sizes and levels. For more information, see the *Guide to Organized Play: Starfinder Society Second Edition* at https://lorespire.paizo.com/

SUMMARY

The Wreck of the Returned is emitting a strange transmission that negatively impacts anacites—in truth, a magitech compliance protocol that overrides an anacite's individuality and independence, forcing them to comply with orders embedded in the transmission. First Seeker Sarmak dispatches the PCs to Investigation Site A01, which has a high anacite population, to install an upgrade to the signal jammers that shield the site. Unfortunately, agents of the mysterious Functionary sabotage the signal jammer shortly after the PCs arrive, unleashing the full force of the transmission on the site's unsuspecting residents. The PCs will have to work fast to protect the mind-controlled anacites, repair the signal jammer, and combat the Functionary's forces.

COMPLIANCE PROTOCOL

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ADVENTURE BACKGROUND

Under the leadership of **First Seeker Sarmak** (inquisitive male izalguun electrician), the Starfinder Society has established a fledgling lodge in Akiton's Sloughscar Hills to study a massive, crashed starship known as the Wreck of the Returned. This starship has proven hostile, armed with potent automated defenses, leaking volatile magical energy, and surrounded by robots and monsters that seem to work in concert with one another to repel intruders.

Worried about the danger the Wreck of the Returned could pose, First Seeker Sarmak recently hosted a summit, meant to ensure the collaboration—or at least peaceful interaction—of the various factions interested in exploring the Wreck of the Returned. Among the attendees was **Posit-Certitude** (confident agender anacite pundit), leader of a delegation of anacites dispatched by Aballon's ruling Insight Array to explore the Wreck. Posit-Certitude established Investigation Site A01, which currently serves as the Aballonian base of operations in the region.

During the summit, Posit-Certitude confided in the Starfinders that they've been hearing a persistent buzzing, which only anacites seem able to perceive. It's given Posit-Certitude (and their fellows) a painful headache, which increases in intensity the closer they get to the Wreck of the Returned. Suspecting the buzz is incidentally caused by a transmitter or signal array damaged during the Wreck's crash landing on Akiton, they've surrounded Investigation Site A01 with signal jammers.

Eager to further solidify an alliance with the Aballonian delegation, First Seeker Sarmak assigned a team of analysts to investigate this mysterious signal. Their observations have led to three discoveries. First, the signal is detectable by anacites, robots, and other select technology, and is being transmitted by the Wreck of the Returned. Second, the transmission has grown stronger and clearer with each day. And third, while the transmission remains scrambled and mostly incomprehensible, it features a string of magically enhanced code related to issuing commands. Suspecting this transmission might play a part in the synchronicity of the Wreck's monstrous defenders, the Starfinder Society dispatches a team to Investigation Site A01 to share their findings with Posit-Certitude and install a magitech fix to the site's signal jammers, which should offer improved protection from the transmission.

WHERE IN THE UNIVERSE?

This adventure takes place at Investigation Site A01, field base for an Aballonian delegation intent on studying the Wreck of the Returned. Investigation Site A01 is located in the Sloughscar Hills, a region of rocky hills on the planet Akiton that holds numerous rifts, crags, caves, and cliffs.

AKITON

The Battlefield

Gravity low; **Atmosphere** thin

Day 24 hours; **Year** 2 years

Akiton is a dusty, red world of sunbaked deserts, rundown cities, and rusting scrapyards. The planet was once a booming industrial paradise overflowing with wealth from mining thasteron, a starship fuel that fell out of favor after the discovery of Drift travel. Now, Akiton is a decrepit battlefield for corporate interests, crime families, and survivalist communities. This downtrodden world's residents seek new opportunities and ways to survive on their dying, lawless planet.

For more information on Akiton, see *Starfinder Galaxy Guide* 13–14 and *Starfinder GM Core* 158–159. For more information on the First Ones and the Wreck of the Returned, see *Galaxy Guide* 25–27.

GETTING STARTED

This adventure begins at the Sloughscar Hills Lodge, the newly established Starfinder base camp located near the mysterious Wreck of the Returned. The PCs have time to meet with each other and introduce themselves before reporting to **Zizenzi** (enthusiastic host shirren xenoarchaeologist), head administrator of the fledgling lodge, for a scheduled mission briefing. The PCs gather in a pre-fab conference room that features a well-worn conference table surrounded by a variety of mismatched chairs. A custom built magitech device sits on the table near a trio of carafes (one containing tea, one coffee, and one water) with an array of random cups placed around it. Zizenzi invites the PCs to help themselves to a drink and be seated. Read or paraphrase the following to begin the briefing.

"Thank you for coming, Starfinders! I'm Zizenzi, an administrator at this new lodge. At present, our goal is to acquire information on the Wreck of the Returned, a massive alien starship that recently crashed in the region. The Wreck is incredibly dangerous, and First Seeker Sarmak believes it marks the first step in an invasion of the Pact Worlds by the fabled First Ones. Your mission today is social niceties and tech support!

"The Wreck of the Returned is emitting a strange shortwave signal audible only to anacites, robots, and other select technological beings. They perceive it as a persistent buzz that swiftly induces the robot equivalent of a bad headache. We initially believed the Wreck was incidentally transmitting this signal, perhaps due to a malfunctioning transmitter or signal array that was damaged in the crash. It was annoying but harmless and easily blocked by signal jammers."

"The transmission has since grown stronger, and our scientists have discovered it's embedded with a magical code that's also issuing commands. Troubling! Our technicians created a magitech upgrade that can be installed into a signal jammer, to better shield from the transmission. We've already installed them here, but our allies at Investigation Site A01 will need one as well—the residents there are from Aballon and are primarily anacites. They're at far greater risk to this signal than we are!

"I'm sending you to Investigation Site A01. Present the evidence on this datapad to Posit-Certitude, the leader of the Aballonian delegation, and ask them for permission to install the upgrade our techs created into their signal jammer. The upgrade's schematics and code are on the datapad, if they're interested in confirming its purpose."

Zizenzi pauses for a moment, taking a sip of their tea. "Oh, that's all! Simple, really. What a leisurely mission this will be! Do you have any questions for me?"

Zizenzi

THIN ATMOSPHERE

Akiton has thin atmosphere that lacks enough oxygen to keep most species healthy. PCs that breathe a thin atmosphere for more than a few hours become fatigued—during this adventure, this occurs at the end of Event 2. To avoid this, the PCs can activate their armor's basic environmental protections. PCs whose home world is Akiton have acclimated to the planet's atmosphere and don't risk becoming fatigued from breathing the air.

LOW GRAVITY

Akiton has low gravity. While in a low gravity environment the Bulk of all creatures and objects is halved, meaning creatures can carry twice as much and jump twice as high and far. Physical ranged attacks are possible up to the twelfth range increment (instead of the sixth). Creatures that fall in low gravity take no damage for the first 10 feet of a fall, and then take bludgeoning damage equal to a quarter of the remaining distance it fell.

Some likely questions the PCs might ask and Zizenzi's responses are noted below.

What is the Wreck of the Ruined? "A mysterious vessel from deep space that crashed into the Sloughscar Hills. Initial images of the Wreck bear similarities to the First Ones cities on Aballon, prompting scientists, scavengers, and xenoarchaeologists to converge upon it. Unfortunately, it's incredibly dangerous! The Wreck's automated defenses are active, and it has poured dangerous robots and volatile magic into the region."

Who are the First Ones? "The First Ones were an advanced civilization credited for creating cities on Aballon and the self-improving robots that evolved into the planet's anacites. Elsewhere, they created other artificial lifeforms including protocites and planashars. Our recent excavations at the First Ones city of Eternity have shed some light on the First Ones, and while they remain shadowed in mystery, it's clear they weren't a benevolent people. I assure you, you don't want to meet them."

What does this upgrade do? "It's a sophisticated magitech device designed to work as an augmentation to the signal jammer, that jams both technological and magical transmissions."

How long will it take to install the device? "This device slots into an existing signal jammer and the upgrade installation begins automatically. It's user friendly and quick; it shouldn't take more than a minute."

Do we know anything else about the transmission? "The transmission is garbled and mostly incomprehensible, but it's clearly a language. Our linguists' have noticed similarities to Trinary, the language spoken on Aballon. We think it's Primacy—that's the language of the First Ones. It's a dead language but the Starfinder Society does have some experience with it. We encountered text in Primacy last year during our survey of the First Ones city of Eternity."

Diplomacy (Gather Information) or Society (Recall Knowledge)

A PC who succeeds at a DC 15 Diplomacy check to Gather Information or Society check to Recall Knowledge learns the following information about the Wreck of the Returned. A PC can substitute a relevant Lore check, such as Akiton Lore or First Ones Lore, to Recall Knowledge in place of the listed skills, reducing the DC by 3 when they do.

Critical Success There are reports of someone calling themselves "The Functionary" who claims to serve a being at the heart of the Wreck of the Returned. The Functionary insists she (and her followers) are the only ones allowed to enter the Wreck. It's unknown if there's any truth to her claims, but the Functionary has garnered some followers in the last few weeks. The PCs gain a +1 status bonus to initiative in area **A**.

Success Not all the robots that defend the Wreck of the Returned crashed with the starship—some are local. It's unclear who or what is behind the reprogramming of these creatures.

Critical Failure The Wreck of the Returned is not associated with the First Ones. This is part of a disinformation campaign designed to distract people from its ancient Azlanti origins.

Departure

The PCs can purchase equipment at the lodge then depart aboard a few d-vees—compact and sturdy hover vehicles designed to endure Akiton's deserts and frequent windstorms while hauling salvage. Each d-vee can hold up to three Medium or smaller creatures (Large creatures count as two Medium creatures for this purpose). The trip to Investigation Site A01 takes an hour.

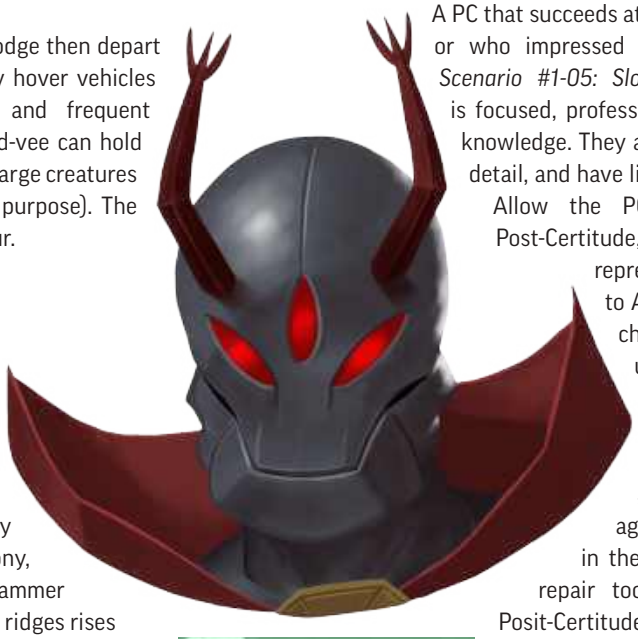
INVESTIGATION SITE A01

Investigation Site A01 is an orderly base camp for a delegation of researchers and scientists from Aballon. Cubicle-like workstations and quarters are aligned in orderly rows, each space clearly labeled in an alphanumeric code. Larger machinery and constructions break up the monotony, all sleek and high-tech. A large signal jammer installed atop a series of rectangular stone ridges rises above the rest of the site, with its service platform 30 feet in the air and the peak of its spire 60 feet in the air.

The residents of Investigation Site A01 look industrious and serious—they're hard at work or swiftly moving between cubicles and workstations. Most are anacites, but SROs and androids are also present. If asked, any resident can direct the PCs to Post-Certitude's office at S1Q01R23N18C0108 (the alphanumeric code denoting its sector, quadrant, row, node, and cubicle). Though they find it strange if their directions don't help, they are willing to escort the PCs to the appropriate cubicles.

Event 1: Let Us Help You

Posit-Certitude is reviewing some recent discoveries in their office. They look up as the PCs approach and issue a polite but curt greeting.



Posit-Certitude

TECHNOLOGICAL PCS

At present, no ancestries in the Starfinder Society are susceptible to the transmission. That won't always be the case—the Pact Worlds are a diverse system, and the Starfinder Society's membership is always growing! If any PCs are playing an ancestry that is fully artificial and technological in origin, such as an anacite, SRO, or hologram, that PC can hear the transmission as a persistent buzzing that gives them a painful headache. To protect these PCs, Zizenzi gives them a personal signal jammer which blocks the transmission—they can't hear the transmission, their headache vanishes, and they're immune to the effects of the transmission throughout this adventure.

"Greetings Starfinders, you have arrived at an appropriate time. Explain to me this device your scientists created. You vouch for its efficacy?"

A PC that succeeds at a DC 15 Perception check to Sense Motive, or who impressed Posit-Certitude during *Starfinder Society Scenario #1-05: Sloughscar Summit*, knows Posit-Certitude is focused, professional, and confident in themself and their knowledge. They appreciate efficiency, data, and attention to detail, and have little patience for flattery or exposition.

Allow the PCs to roleplay their interaction with Post-Certitude, then ask each PC to attempt a skill check to represent their efforts—a PC can forgo their roll to Aid another PC, if desired. The DC for these checks is DC 16, but PCs that use particularly useful skills, like Arcana, Computers, or Crafting, gain a +1 circumstance bonus to their checks.

If at least two PCs succeed (or one PC gets a critical success), Posit-Certitude agrees to allow them to install the upgrade in the signal jammer and loans them a tactical repair toolkit to aid in the process. Otherwise, Posit-Certitude is unsure of the upgrade's efficacy due to the haste with which it was developed, and worries there might be an unforeseen programming error. They request time to further examine the device's schematics before proceeding with an installation.

Regardless of their success, read or paraphrase the following aloud.

Posit-Certitude stops mid-sentence, clutching at their cranial housing and releasing an anguished cry. Their body shudders violently, collapsing to the ground. A moment later they suddenly stop, stand, then leave the cubicle without a word. Outside, this odd behavior is mirrored in the other technological residents of Investigation Site A01, who all progress directly north in silent synchronicity. A few androids look on with confusion and worry.

Event 2: Sabotage!

Agents of the Functionary led by **Whisper in the Code** (haughty and fanatical agender android saboteur) have sabotaged the signal jammer at the center of Investigation Site A01. All the site's technological residents are now mindlessly walking toward the Wreck of the Returned, their individuality and free will superseded by the compliance protocol embedded in the Wreck's magical transmission. To save them, the PCs must defeat these saboteurs, repair the signal jammer, and install the magitech upgrade as they were assigned. Unfortunately, a few obstacles stand in their way.

ADJUSTING DIFFICULTY

You can adjust the difficulty of Event 2 by making the following changes.

Easier: Reduce the number of obstacle points required to overcome each obstacle by 1.

Harder: Increase the DCs to overcome all obstacles by 1.

Give the PCs a chance to react to these events, then push them to act—something is clearly wrong, and the residents of this site need rescuing!

Obstacles: As the PCs proceed toward the signal jammer, they encounter three obstacles which they must overcome, by attempting skill checks to acquire Obstacle Points. They can tackle these obstacles in any order and may split up to overcome them.

This encounter is measured in rounds, with each round representing a minute of work. Each round, each PC may attempt one skill check to earn Obstacle Points. The applicable skill checks and their DCs are listed in each obstacle's entry. A PC can substitute an alternate skill check at the GM's discretion; if this skill check is a Lore skill, the DC of the check is 13, otherwise the DC is 17. Once the PCs have obtained the required number of Obstacle Points, they have overcome the obstacle. Accumulated Obstacle Points do not carry over to other obstacles. However, anyone who hasn't already taken their turn that round can still take it against the next obstacle. Keep track of the number of rounds it takes the PCs to overcome all the obstacles.

The results of the PCs' checks are as follows.

Critical Success The PCs gain 2 Obstacle Points.

Success The PCs gain 1 Obstacle Point.

Critical Failure The PCs lose 1 Obstacle Point.

SURVEILLER FLEET — OBSTACLE 1

Obstacle Points 4; **Overcome** AC 15 attack roll to damage the nodocite surveillers, DC 15 Acrobatics, Deception, or Piloting to mislead the surveillers and cause a mid-air collision, DC 16 Crafting or Thievery to rig a device to fry some of the drones' sensors, DC 16 Computers to Hack some surveillers and turn them against the others, DC 14 Stealth to Hide from the surveillers.

A fleet of nodocite surveillers fly over Investigation Site A01, firing laser beams at any creatures unaffected by the transmission—including the PCs! **Effect** At the end of each round, if this obstacle remains active, each PC is dealt 1d4 fire damage by the surveillers (DC 14 basic Reflex save).

Development After overcoming this obstacle, the last of the nodocite surveillers crash to the ground, exploding in a burst of sparks and shrapnel.

IMPERILED RESIDENTS — OBSTACLE 1

Obstacle Points 4; **Overcome** DC 14 Athletics to sprint past the residents and physically stop them from progressing further, DC 16 Computers or Diplomacy to logically convince the residents a more efficient way to comply exists, DC 16 Intimidation to perform a brutal code review pointing out all the flaws in their current plan, DC 15 Arcana, Nature, Occultism, or Religion to temporarily override the mind-controlling magic.

Residents mind-controlled by the transmission are walking directly to the Wreck of the Returned without regard to their safety—right through a dangerous rocky path sure to cause them injury!

SAFETY CONCERNS — OBSTACLE 1

Obstacle Points 4; **Overcome** DC 16 Acrobatics or Athletics to jump aboard a vehicle and forcefully take control, DC 15 Crafting or Thievery to shut down heavy machinery, DC 14 Piloting to safely park a vehicle.

Vehicles and heavy machinery are running wild throughout Investigation Site A01—left operational by the residents who suddenly abandoned them mid-task, these vehicles are causing damage to the site's buildings and harming nearby residents.

Development: How swiftly the PCs overcame the obstacles determines how much time they have to act in encounter **A** before they're attacked by saboteurs.

3 rounds or less: The PCs were unhindered. They have 1 round to act before the saboteurs attack.

4 rounds: The PCs had some trouble but made good time. They have no additional time to act.

5 rounds or more: The PCs were severely slowed. The saboteurs take the PCs by surprise, ambushing them as they enter the area.

Whisper in the Code

A. SIGNAL JAMMER MODERATE

The signal jammer is located at the center of Investigation Site A01 and is clearly visible due to its elevation and height. The signal jammer is obviously damaged and shoots sparks into the air. Use the map on page 8 for this encounter.

The PCs enter the map from the south. The signal jammer is located atop a series of rectangular stone ridges, with each tier rising 10 feet above the previous (DC 10 Athletics to Climb these ridges). Two small service platforms are located at the top of these tiers (30 feet in elevation). The grating ascends to these platforms at a very steep angle (DC 15 Athletics to Climb). The black space located at the center of these tiers is the space occupied by the signal jammer itself, which rises another 30 feet into the air.

Repairing the Jammer

The saboteurs damaged the signal jammer; it must be repaired before the PCs can install the upgrade and reboot the system. These tasks must be accomplished on a service platform and can be completed in 10 minutes by anyone trained in Computers or Crafting, or in an hour by anyone who references the datapad's schematics. The PCs can accomplish these tasks faster by performing the following actions in the listed order.

Repair: To repair the signal jammer, the PCs must accumulate 3 successes on any of the following skill checks (a critical success counts as 2 successes): DC 16 Acrobatics or Athletics to manually realign components, DC 15 Computers check to run diagnostics, DC 14 Crafting to repair the jammer, or DC 15 Thievery to jury-rig a workaround. Each attempt takes two actions and has the concentrate and manipulate traits.

Install: Installing the upgrade requires a single action that has the manipulate trait.

Reboot: Rebooting the system is a single action that has the concentrate and manipulate traits.

Development: If the PCs complete all three of these tasks, the signal jammer activates. This saves all the technological residents of Investigation Site A01 (they regain their full mental faculties in 1 minute) and causes all enemies with the tech trait to suffer a –1 circumstance penalty to attack rolls and saving throws.

The Saboteurs

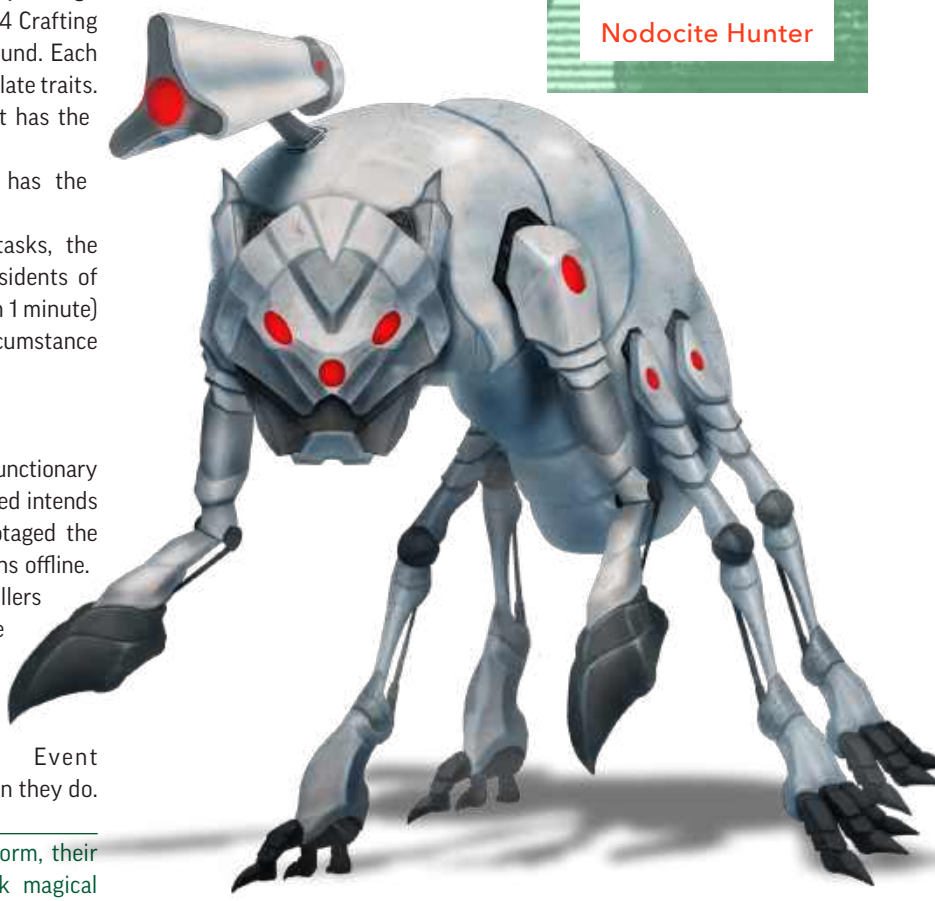
Whisper in the Code is a saboteur who willingly serves The Functionary and believes the being at the heart of the Wreck of the Returned intends to "save us all." They infiltrated Investigation Site A01, sabotaged the signal jammer, and remain on site to ensure the jammer remains offline. Whisper in the Code is accompanied by a fleet of nodocite surveillers (encountered in Event 2) and a trio of nodocite hunters (see page 9). These forces aim to ensure anyone unaffected by the compliance protocol is swiftly dealt with.

When the PCs enter area **A**, Whisper in the Code confronts them (this timing is adjusted by the results of Event 2, as previously noted). Read or paraphrase the following when they do.

An android stands on the signal jammer's maintenance platform, their triumphant smirk and callous gaze shadowed by the dark magical energy flickering around their hands. "The Functionary warned me you Starfinders might be trouble," they exclaim, "but I won't let you interfere. The Wreck of the Returned is a blessing! She's here to save us all... To prepare us for their arrival... You should be grateful! But you Starfinders are fools! Instead, you'll be dead, and all *your* allies will become *my* allies."

Creatures: Whisper in the Code begins on the signal jammer's south maintenance platform. They open the battle by using a commercial *machine mind serum* (the effects which are already integrated into their stat block), then draw their pistol. They prefer to fight using their spells, coupled with Reach Spell if necessary, focusing their attacks on PCs who are closest to the signal jammer or seem the smartest. Whisper in the Code is accompanied by a few nodocite hunters. These canine robots begin at the base of the rock ridges; they open the battle with laser blasts, then close to melee, preferring to gang up on enemies while remaining mobile with Lunging Bite. The nodocite hunters focus their attacks on whoever is closest to the signal jammer or seems the toughest. Whisper in the Code attempts to flee to the Wreck of the Returned if reduced to 5 Hit Points or less, but the nodocite hunters fight to their destruction. If Whisper in the Code is captured or forced to surrender for any reason, the nodocite hunters immediately attack Whisper in the Code until their death.

Nodocite Hunter



A. Signal Jammer
MAINTENANCE PLATFORMS
+30 FT.
+20 FT.
+10 FT.
+00 FT.
PCS START HERE
1 SQUARE = 5 FEET
STARFINDER FLIP-MAT: MINING OPERATION

WHISPER IN THE CODE — CREATURE 1

UNIQUE | MEDIUM | ANDROID | HUMANOID

Perception +7; low-light vision
Languages Akitonian, Common, Trinary
Skills Acrobatics +6, Athletics +4, Computers +5, Crafting +7, Occultism +5
Str +1, **Dex** +3, **Con** +1, **Int** +2, **Wis** +4, **Cha** –1
Items commercial semi-auto pistol with 10 projectile rounds, commercial shock pad with 1 commercial battery (10 charges), commercial hardlight series, *commercial machine mind serums* (3), commercial hacking toolkit, commercial infiltrator's toolkit, commercial repair toolkit

AC 13; **Fort** +4, **Ref** +6, **Will** +9 (+1 vs disease, mental, poison, radiation)
HP 18; **Resistances** mental 5; **Weaknesses** electricity 5
Nanite Surge ↷ **Frequency** once per hour; **Trigger** Whisper in the Code attempts a skill action that takes 3 or fewer actions; **Effect** Whisper in the Code stimulates their nanites, forcing their body to temporarily increase its efficiency. They gain a +2 status bonus to the triggering skill check. In addition, their circuitry glows, lighting a 10-foot emanation with dim light for 1 round.

Speed 25 feet
Melee ❖ shock pad +5 (agile, free-hand, powered, tech), **Damage** 1d4+1 electricity
Ranged ❖ semi-auto pistol +7 (analog, expend 1, mag 10, range increment 60 feet), **Damage** 1d6 piercing
Occult Spontaneous Spells DC 17, attack +9; **1st (3 slots)** *command*, *force barrage*, *mind skewer*; **Cantrips (1st)** *daze*, *detect magic*, *light*, *shield*, *void warp*
Reach Spell ❖ If the next action Whisper in the Code takes is to Cast a Spell that has a range, increase that spell's range by 30 feet.

NODOCITE HUNTERS (2) — CREATURE 0

UNCOMMON | MEDIUM | CONCENTRATE | ROBOT | TECH

Perception +6; darkvision, scent (imprecise) 30 feet
Skills Acrobatics +4, Athletics +5, Computers +3, Survival +6
Str +3, **Dex** +2, **Con** +1, **Int** +1, Wis +2, **Cha** +0
Networked Nodocite A nodocite can communicate wirelessly with other nodocites within 200 feet.

AC 15; **Fort** +3, **Ref** +6, **Will** +4
HP 16; **Immunities** bleed, death effects, disease, doomed, drained, fatigued, healing, mental, nonlethal attacks, paralyzed, poison, sickened, spirit, unconscious, vitality, void; **Weaknesses** electricity 3

Speed 35 feet
Melee ❖ jaws +7, **Damage** 1d6+3 piercing plus Target Lock
Ranged ❖ laser beam +6 (range increment 40 feet, tech), **Damage** 1d6 fire
Lunging Bite ❖❖ The nodocite hunter Strides up to its Speed then makes a jaws Strike. If it moved at least 15 feet with Lunging Bite, the target is off-guard against this Strike.
Target Lock ❖ **Requirements** The nodocite hunter's last action was a successful jaws Strike; **Effect** The nodocite hunter assesses the biometrics and genetic material of the creature it bit, storing this genetic material in an internal cavity and locking onto the associated target's DNA. The nodocite hunter gains a +2 circumstance bonus to Perception checks to Seek the target and Survival checks to Track the target for 24 hours or until the nodocite hunter locks onto another target, whichever is first.

ADJUSTING DIFFICULTY

You can adjust the difficulty of encounter **A** by making the following changes.

Easier: Apply the weak adjustments to the nodocite hunters.

Harder: Apply the elite adjustments to Whisper in the Code. Add two nodocite hunters to the encounter.

CONCLUSION

After Whisper in the Code and the nodocite hunters are defeated, the PCs can finish fixing the signal jammer and install the magitech upgrade without interference, a process which could take anywhere from a few rounds to up to an hour, as noted under Repairing the Jammer on page 7.

Within a minute of fixing the signal jammer, those affected by the transmission regain their free will and mental faculties, becoming thoroughly confused by their sudden change in surroundings and circumstance. Posit-Certitude tracks down the PCs and thanks them for their timely intervention. They call for healers to tend the PCs' wounds and welcome the PCs to spend the night at Investigation Site A01 for a "Gratitude Expounding"—a hyper-organized party where guests send thank-you messages and photos to the guests of honor (the PCs) which are displayed on massive vidscreens. The following morning, Posit-Certitude admits they have yet to regain any memories forged while under the influence of the transmission—it's a gap in their memory banks—save for a feminine voice uttering a single word: "comply."

If the PCs were defeated, they instead wake up at the Sloughscar Hills lodge. Another team of Starfinders was dispatched to Investigation Site A01 but found it entirely empty, save for the PCs and the corpses of the androids who once lived there. All other residents of the site are missing, though recent tracks show they went to the Wreck of the Returned.

For either outcome, Zizenzi is eager to hear the PCs' report.

If the PCs succeeded at their mission, read Zizenzi's response aloud.

"You should be proud of yourselves! Your mission was to install an upgrade and you went above and beyond to see it through! Only a great Starfinder can turn grunt work into heroism! Posit-Certitude has already sent me a very detailed assessment of your performance and they seem impressed! I think... It's hard to tell with them sometimes..."

Zizenzi looks forward to increased collaboration with the Aballonian delegation and hopes the PCs will continue to lend their aid to the Sloughscar Hills lodge.

If the PCs failed at their mission, Zizenzi sadly informs them that the surviving residents of Investigation Site A01, including the entire Aballonian delegation, have become mindless servants of the Wreck of the Returned. She's disheartened by the turn of events but doesn't blame the PCs, thanking them instead for their report and muttering that the Starfinders will have their work cut out for them from hereon.

COMPLIANCE PROTOCOL

Event Reporting Form

Date _____ Event Code: _____

Location _____

GM Org Play #: -27	GM Name:
Adventure Name:	
Reporting Codes: (check when instructed, line through all if no conditions to report)	☐ A ☐ B ☐ C ☐ D

Character Name:	☐ Dead?
Org Play #: -27	Level

Character Name:	☐ Dead?
Org Play #: -27	Level

Character Name:	☐ Dead?
Org Play #: -27	Level

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Scenario #1-08
Compliance Protocol

Character Chronicle #

Character Name | Organized Play # | Character #

Adventure Summary

At the request of Zizenzi, administrator at the Sloughscar Hills lodge, you visited the Aballonian delegation at Investigation Site A01 to install a magitech upgrade into their signal jammers. When saboteurs took down these jammers, exposing the site's residents to the compliance protocol, you fought back, overcoming obstacles to save the residents and reach the signal jammer. At the signal jammer, you came face to face with the saboteurs—agents of the Functionary who serve the Wreck of the Returned. In addition to defeating these enemies, repairing and upgrading the signal jammer, and saving the residents of Investigation Site A01, your decisive actions cemented an era of collaboration between the Aballonian government and the Starfinder Society.

Boons

Congratulations on completing the adventure! You've earned Starfinder Society (second edition) Achievement Points, a currency that can be redeemed on our website at **paizo.com** for special character boons! To redeem your Achievement Points, go to **paizo.com/organizedPlay/myAccount** and click on the Boons tab. Note that you must have created a **paizo.com** account and registered a character before you can begin making Achievement Point transactions.

Compliance Protocol (Boon): You found an interesting item on Whisper in the Code, the saboteur that destroyed the signal jammers on behalf of the Functionary. This character gains access to *machine mind serum*, allowing you to purchase it.

Posit-Certitude's Gratitude (Boon): For saving the inhabitants of Investigation Site A01, you have gained the eternal gratitude of Posit-Certitude, leader of the Aballonian delegation. Posit-Certitude gives you a token to openly display this gratitude: a decorative computer chip made of silver and green metals that can be worn like a brooch or pin. You receive this item automatically—it has no statistics, use, or monetary value. This boon might have an effect in a future scenario.

MACHINE MIND SERUM — ITEM 1+

UNCOMMON | CONSUMABLE | MAGICAL | POLYMORPH

Usage held in 1 hand; **Bulk** L

Activate ❖ (manipulate)

When you inject this serum, magitech nanites infuse your body with machine-like circuitry that pulses and glows beneath your skin. You gain an item bonus to saving throws against mental effects. You also gain a resistance to mental damage. Due to your more machine-like nature, you gain a weakness to electricity.

Type commercial; **Level** 1; **Price** 30 credits

The item bonus is +1, the resistance and weakness is 5, and the duration is 1 minute.

Type tactical; **Level** 3; **Price** 100 credits

The item bonus is +2, the resistance and weakness is 10, and the duration is 10 minutes.

Type advanced; **Level** 10; **Price** 2,000 credits

The item bonus is +3, the resistance and weakness is 15, and the duration is 1 hour.

Notes

CREDITS

LEVEL	
1	140
2	220

EXPERIENCE

Starting XP

\+ XP Gained (GM ONLY)

= Final XP Total

CREDITS

Starting Credits

\+ Credits Gained (GM ONLY)

– Credits Spent

= Total

For GM Only

FOR GM ONLY

EVENT | EVENT CODE | DATE | GM Organized Play #

Chronicle Code: XV5Z

For more information about the Starfinder Society Organized Play program, including how to use this Chronicle Sheet, visit **starfindersociety.club**